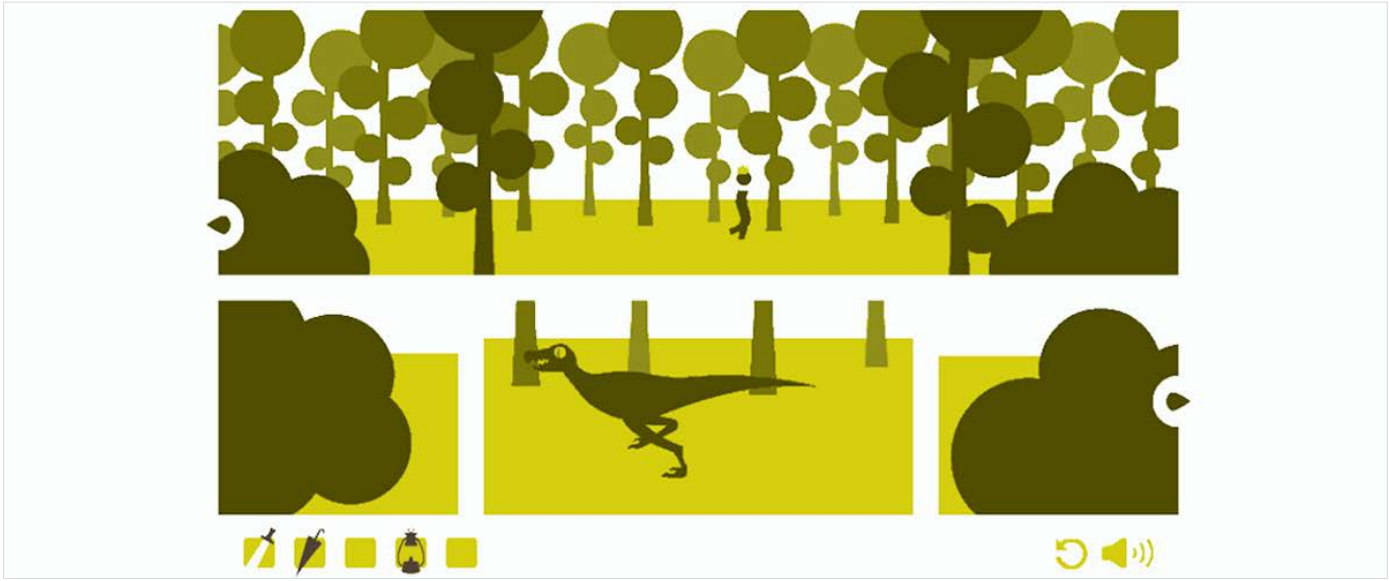
Design Course

Latest Trends in Sequential Storytelling

Comics and Graphic Novels

by
Pranisha Shrestha and Prof. Phani Tetali
IDC, IIT Bombay



Source:
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4. Interactive Comics
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Introduction

The medium of sequential storytelling has been evolving to an extent that it has transitioned from the print media to the digital display media. Even though the print media (newspapers, magazines, comic books) haven't lost its audience in the market, the computer/digital era has opened up more possibilities on diversification on storytelling styles. The newer generation is predominantly close with the latest technology that the impacts on these sectors have caused more ripples, rather than the regular print distribution.

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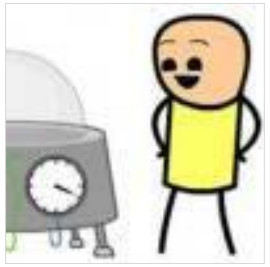
Webcomics

The birth of webcomics was not much far from the early ages of the World Wide Web (WWW). Web comics can be termed as a form of comics having the traditional style of creating visual stories through the portal of the vast Internet platform.



Publishing Comics

Restrictions in Terms of Content

Parallax and Motion Gif Effects

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Publishing Comics

The traditional paper based comics/graphic novels are costly, time consuming, and takes more effort for its publications and distribution to reach audience. Thus a huge amount of responsibility comes for the creators. But in webcomics, it's easier for comic creators to publish their work through the access of the Internet, making it more comfortable for the authors to reach their audience and skipping those intermediary steps taken while distributing the traditional way.

Here's an example of a daily updated webcomic series:

MR. WARMTH
I NEED A HUG.
I CAN GIVE YOU COFFEE.
YOU COULD PUT THE COFFEE DOWN FIRST.
I WAS OFFERING SOMETHING BETTER.
COFFEE IS BETTER THAN A HUG?
LOSE THE QUESTION MARK.
COFFEE IS BETTER THAN A HUG!
COFFEE IS THE HUG YOU GIVE YOURSELF.
(C) 2016 RSTEVENS :: DIESELSWEETIES.COM

(Fig.1) Mr. Warmth – Sample of the comic Diesel Sweeties from the link: http://www.dieselsweeties.com/strips666/ds08.png

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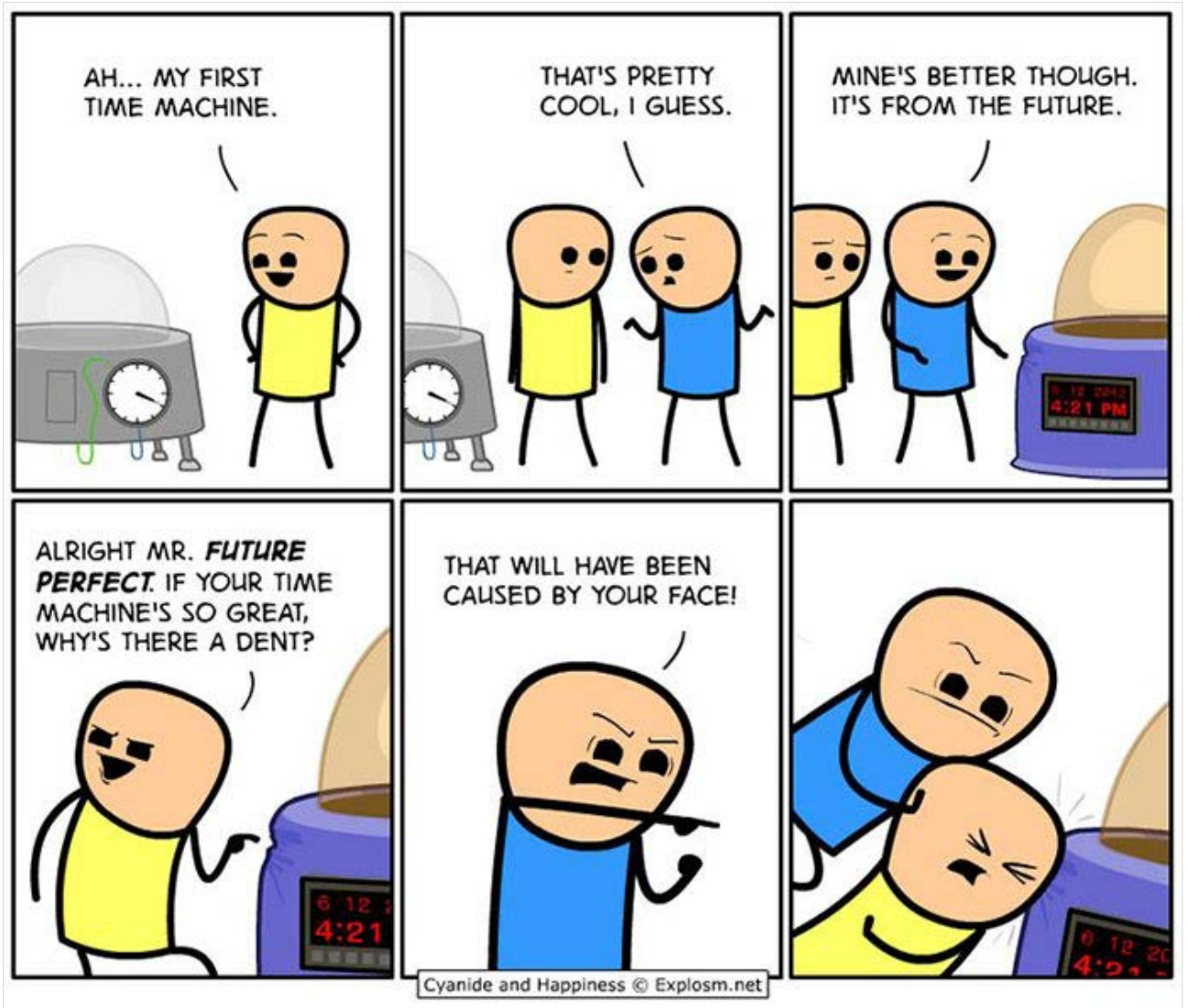
Since the contents of webcomics are self-published, there are almost nil restrictions, which is usually placed forward by book publishers or syndicated companies, when publishing the old fashioned way. Thus, there is more artistic freedom and a great advantage of no restrictions in terms of censorship as well.


AH... MY FIRST TIME MACHINE.
THAT'S PRETTY COOL, I GUESS.
MINE'S BETTER THOUGH. IT'S FROM THE FUTURE.
4:21 PM
ALRIGHT MR. FUTURE PERFECT. IF YOUR TIME MACHINE'S SO GREAT, WHY'S THERE A DENT?
4:21
THAT WILL HAVE BEEN CAUSED BY YOUR FACE!
Cyanide and Happiness © Explosm.net

(Fig.2) 2015.06.14 – Sample of the daily comic Cyanide and Happiness
http://explosm.net/comics/3959/

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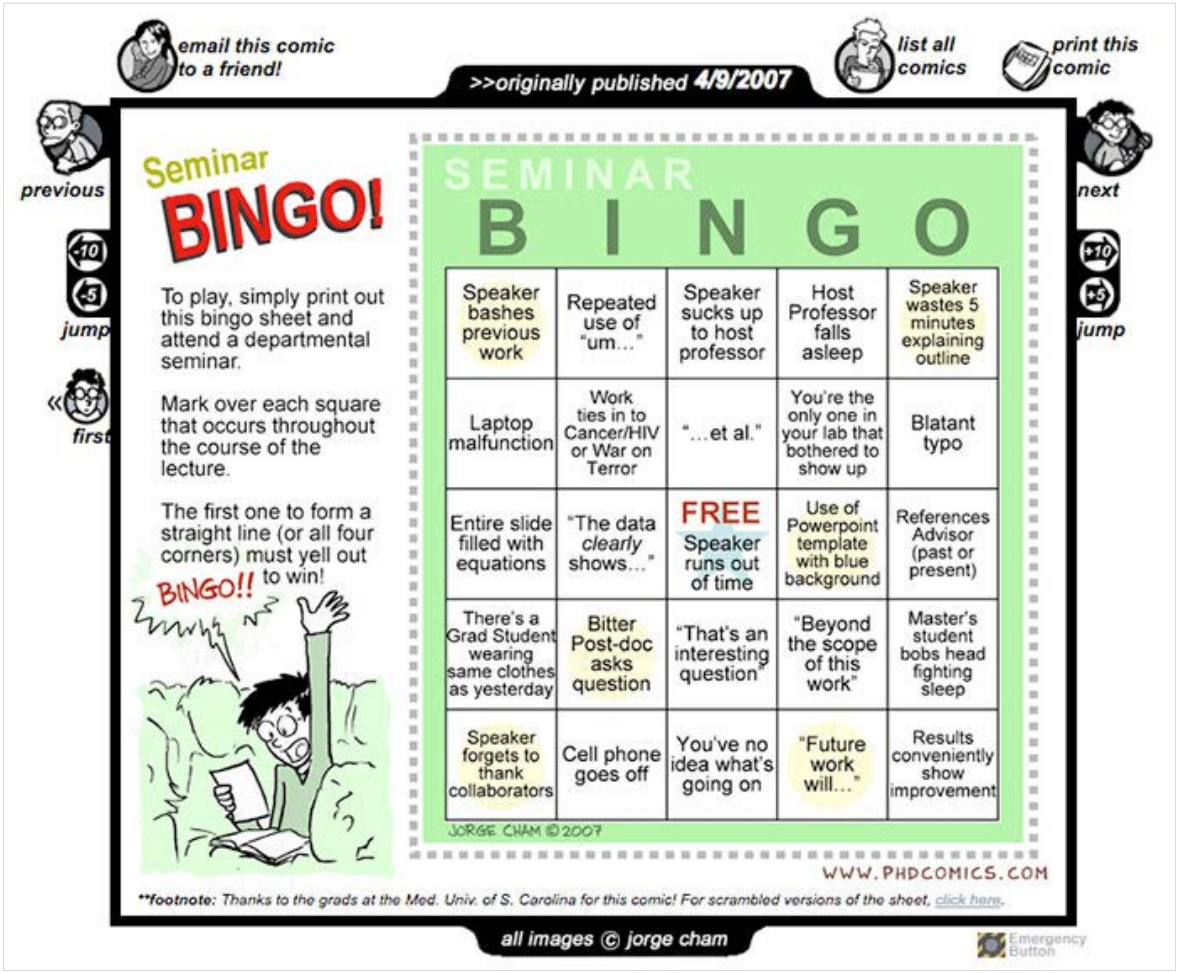
Restrictions in Terms of Content

The style and content of webcomics varies in genre, in a non-traditional sense. Artists these days are diverging themselves from the conventional style of comics that we usually relate to. Whether its theme, style of illustrations, type of genre or the format style, we can witness a variety of styles that opened up the fact that the style of storytelling can evolve into variety of creative possibilities.


email this comic to a friend!
>>originally published 4/9/2007
list all comics
print this comic
previous
next
jump
jump
first
Seminar BINGO!
To play, simply print out this bingo sheet and attend a departmental seminar.
Mark over each square that occurs throughout the course of the lecture.
The first one to form a straight line (or all four corners) must yell out BINGO!! to win!
SEMINAR BINGO
Speaker bashes previous work
Repeated use of "um..."
Speaker sucks up to host professor
Host Professor falls asleep
Speaker wastes 5 minutes explaining outline
Laptop malfunction
Work ties in to Cancer/HIV or War on Terror
"...et al."
You're the only one in your lab that bothered to show up
Blatant typo
Entire slide filled with equations
"The data clearly shows..."
FREE Speaker runs out of time
Use of Powerpoint template with blue background
References Advisor (past or present)
There's a Grad Student wearing same clothes as yesterday
Bitter Post-doc asks question
"That's an interesting question"
"Beyond the scope of this work"
Master's student bobs head fighting sleep
Speaker forgets to thank collaborators
Cell phone goes off
You've no idea what's going on
"Future work will..."
Results conveniently show improvement
JORGE CHAM © 2007
WWW.PHDCOMICS.COM
**footnote: Thanks to the grads at the Med. Univ. of S. Carolina for this comic! For scrambled versions of the sheet, click here.
all images © jorge cham

(Fig.1) Seminar Bingo – Comic sample from PHD Comics
http://www.phdcomics.com/comics.php?f=847

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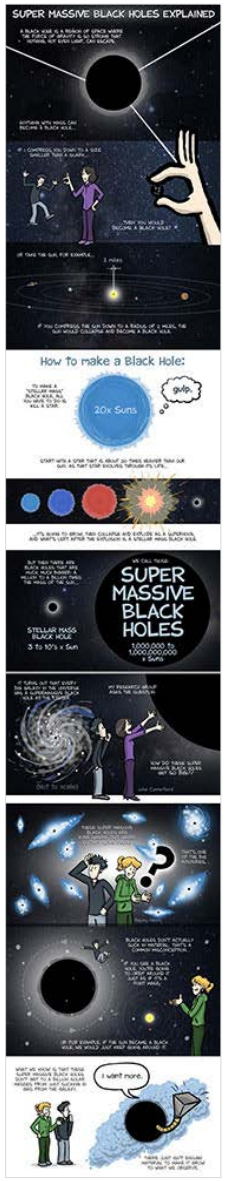

(Fig.2) Super Massive Black Holes Explained – Sample Comic of PHD Comics

Read the full Comic from the link below:
http://phdcomics.com/comics.php?f=1864

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Source:
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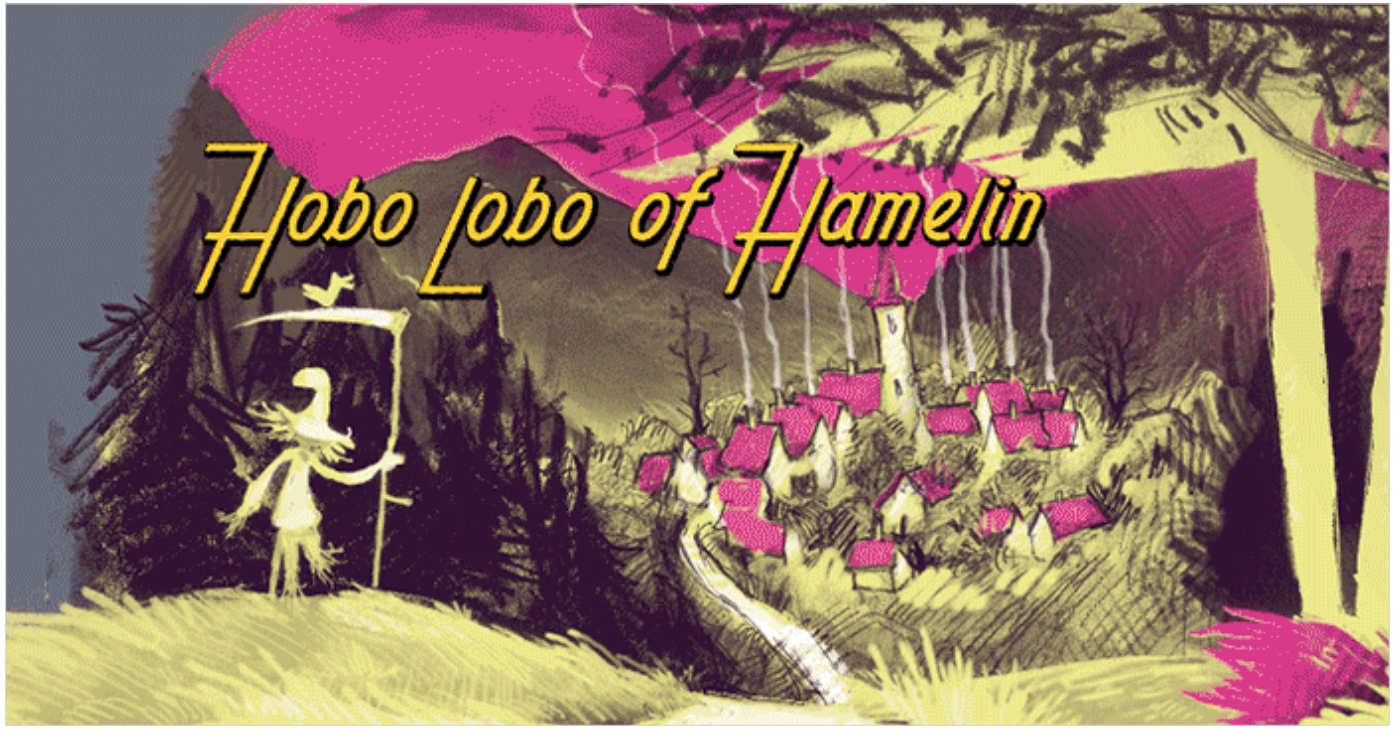
Parallax and Motion Gif Effects

Daily webcomics are a very much popular due to its easy access and inexpensiveness. Artists along with updating with their comic strips also create minor effects on the way the images are represented. Taking the advantages of the webpage, artists have used the multiple layered parallax effect and animated gif effects, giving another dimension to their work.

Here's an example of horizonatal scrolling comic strip having a multi-layered parallax:



(Fig.1) Hobo Lobo of Hamelin - Comic art created by Stevan Zivadinovic
http://hobolobo.net/

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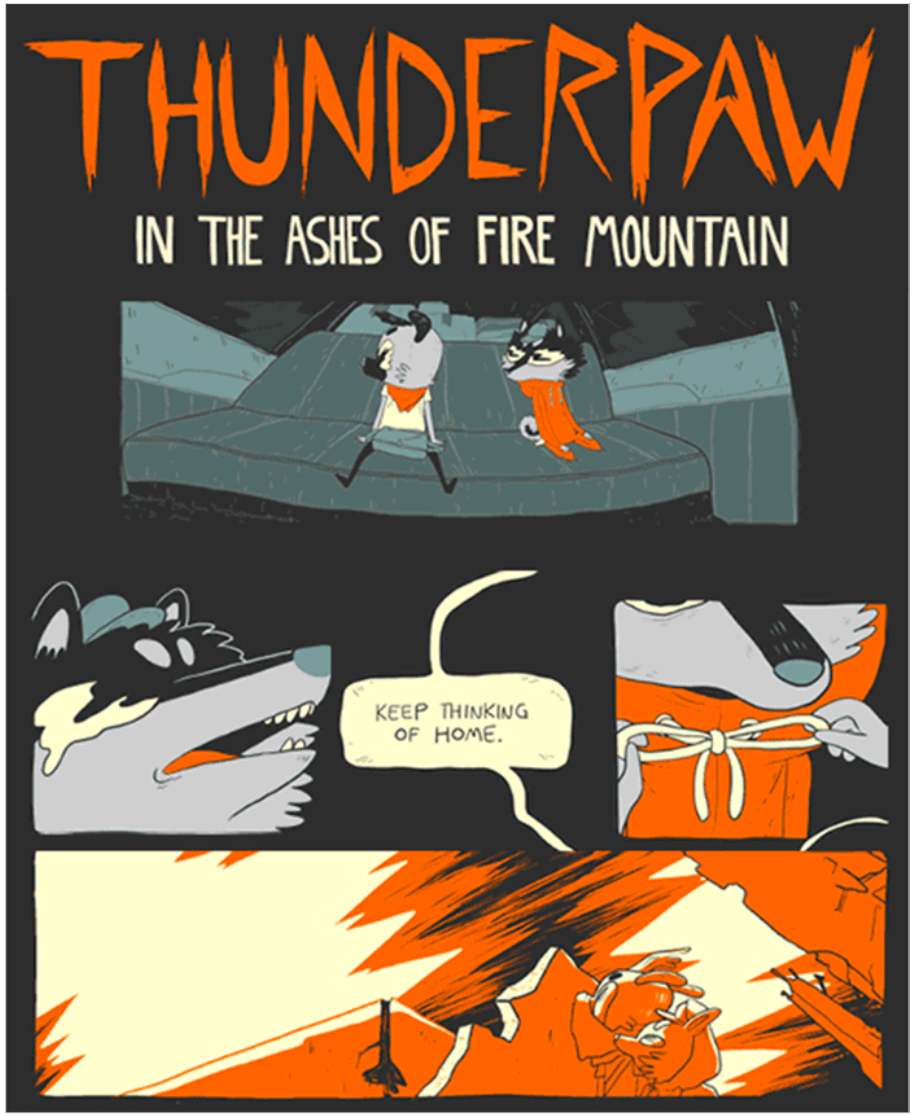
Here are some webcomics showcasing a great of using animated gifs in their drawings:



(Fig.2) Thunderpaw – Daily Comic by Jen
http://thunderpaw.co/

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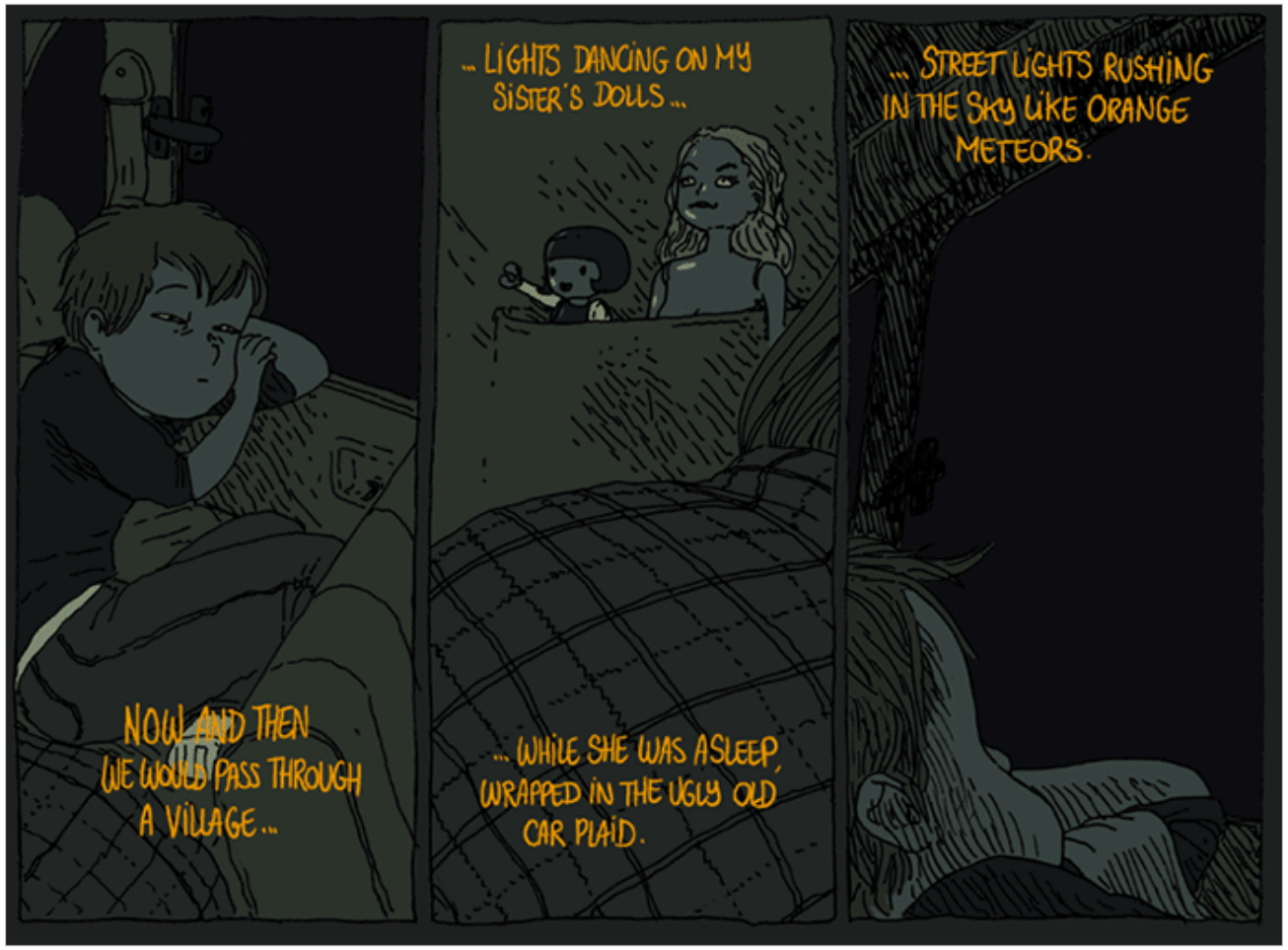
NOW AND THEN WE WOULD PASS THROUGH A VILLAGE...
... LIGHTS DANCING ON MY SISTER'S DOLLS...
... WHILE SHE WAS ASLEEP, WRAPPED IN THE UGLY OLD CAR PLAID.
... STREET LIGHTS RUSHING IN THE SKY LIKE ORANGE METEORS.

(Fig.3) A Panel from a daily comic strip created by Boulet
http://english.bouletcorp.com/2013/10/08/our-toyota-was-fantastic/

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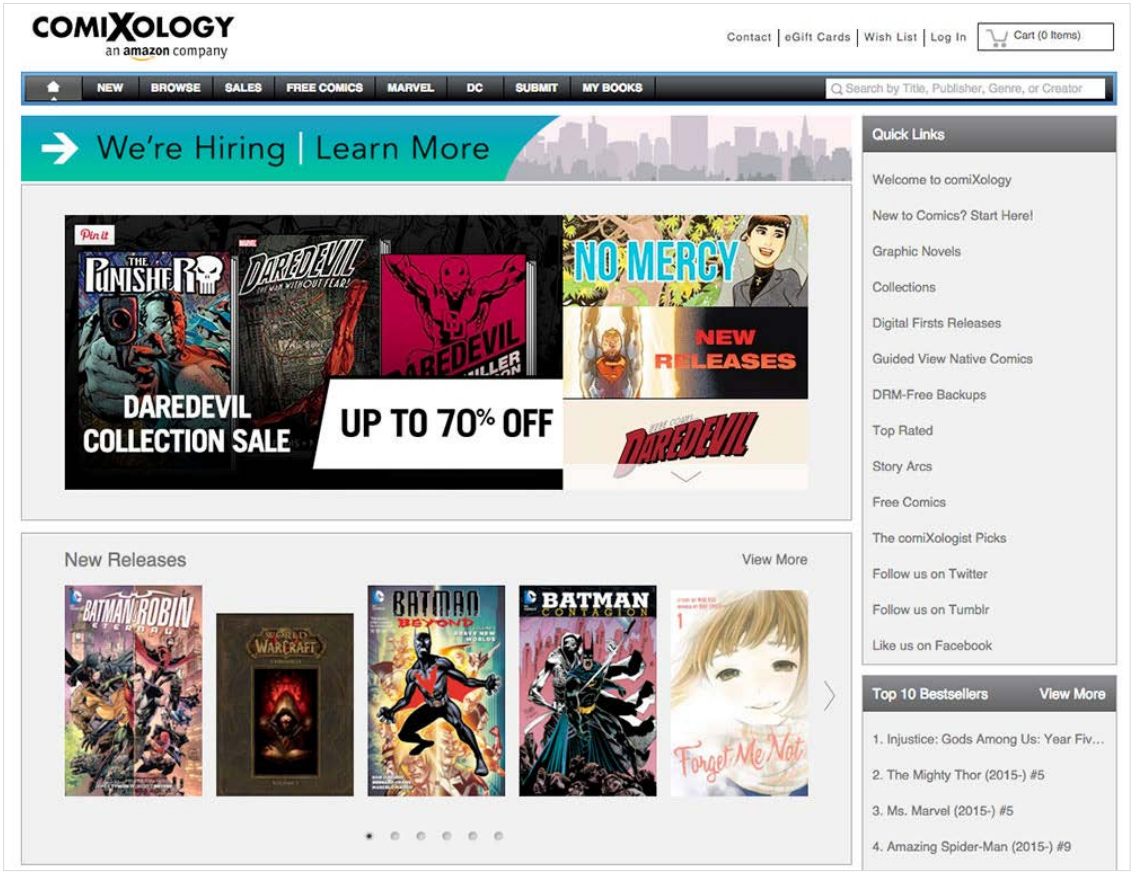
New Form of Reading Technology

Mainstream comic publishing companies, such as Marvel and DC comics, while still distributing their comics mainly through hard copy, have also been broadening their product lines supporting the digital publication, where webcomics also comes into play.



(Fig.01) Screenshot of the website – comixology.com
https://www.comixology.com/

Comixology.com is one of the famous platforms where Marvel and DC comics are published on subscription basis. A dedicated app for the smartphone and tablet also there for most of such comic books reading platform, so that the user can access the purchased content on any device any time.

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Interactive Comics

The interactivity in comics allows the reader to get involved with the storytelling more than ever before, since today's modern technology gives chance to comics and graphic novels to leave the printed pages and infiltrate the Internet and then different digital devices we use for daily purposes.

Hypercomics

Motion/ Animated Comics

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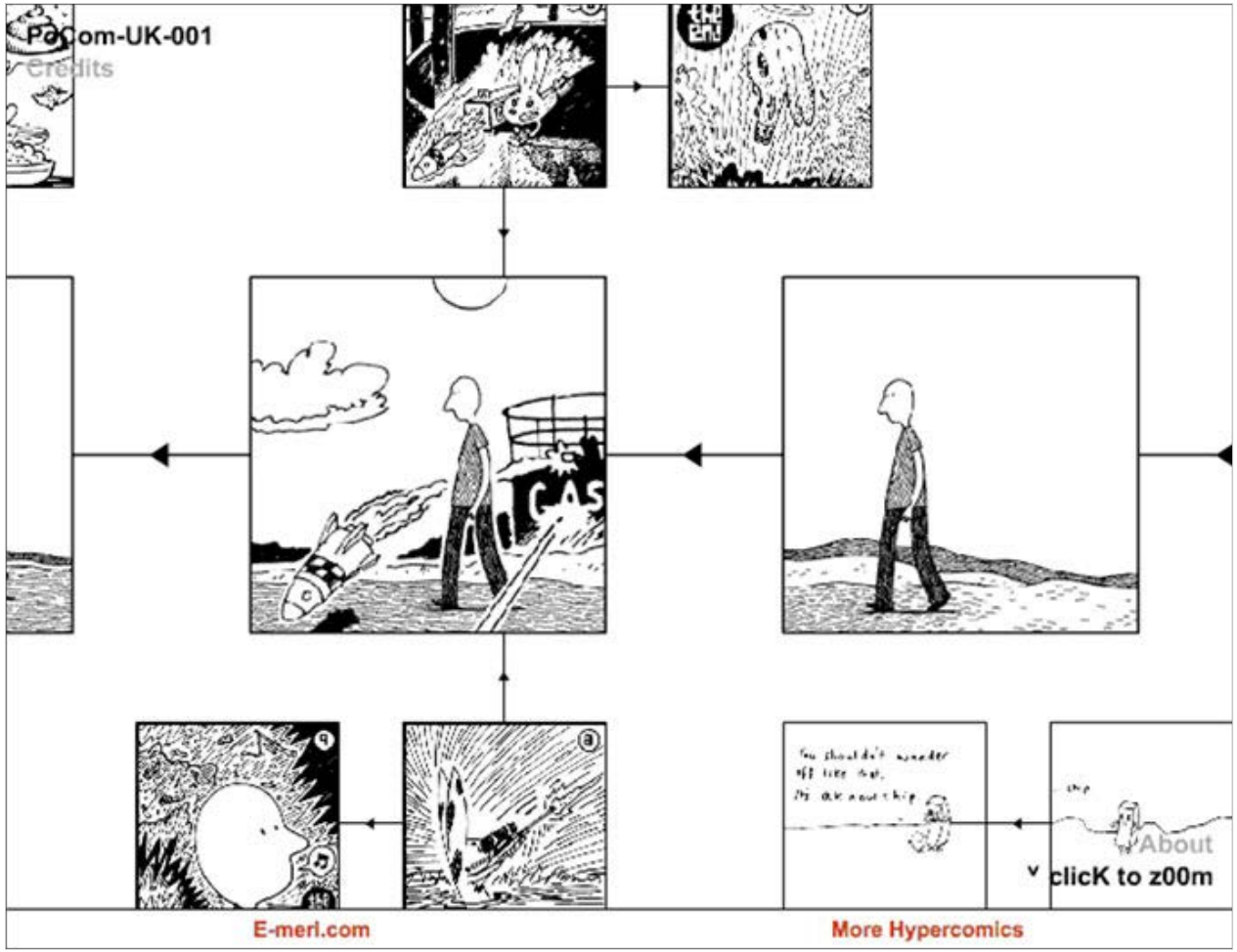
Hypercomics

The term *Hypercomics* has emerged from the combination of the visual structure of comics with the interactive narrative structure of *hyperfiction. Daniel Merlin Goodbrey,* who has coined this term, has also pioneered in the field of online sequential art. He is known to be one of the first to have experimented with ***multi-cursural*** **narrative structure**, emphasizing on the reader's choice and interaction in storytelling.



(Fig.1) PoCom-UK-001, comic by Daniel Merlin Goodbrey.
http://e-merl.com/pocom.htm

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As shown one of examples for hypercomics above and a linked along with it, PoCom was of well-known works of Goodbrey where the multi-cursural parallax adamantly utilized. It features collaboration between 18 cartoonists to create the hypercomic.

Other great examples for hypercomics are found in his site. One of the recent one is shown below with its respective link fot the interactive experience:

(Fig.2) The Empty Kingdom, Interactive comic by Daniel Merlin Goodbrey.
http://www.kongregate.com/games/Stillmerlin/the-empty-kingdom

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Motion/ Animated Comics

Similar to hypercomics, by letting the reader to interplay with the story itself, interactive storytelling showcases a new kind of experience concerning mainly comics reading. Many of the recent interactive styles combines gorgeous graphic novel artwork, with animated panels which is controlled in the preference to the reader's pace of reading, thus giving a fulfilling experience.

There is immense popularity if ipads and tablets around the world, so this has opened up a lot of possibilities of telling stories, specifically in the field sequential arts and comics. So artists have tried to push boundaries for more innovation.

Murat, An Interactive Comic – By Motive Collective
A very good example for a visually rich online interactive comic can be the – "Murat"
http://www.nonstopbar.com/

In this online comic is fully interactive and animated, through the reader's input does the story moves forward. It also provides both audio and visual effects for the readers.

Here's the link for trailer for the comic:
https://vimeo.com/96635260

Below are some excerpts from the comic:

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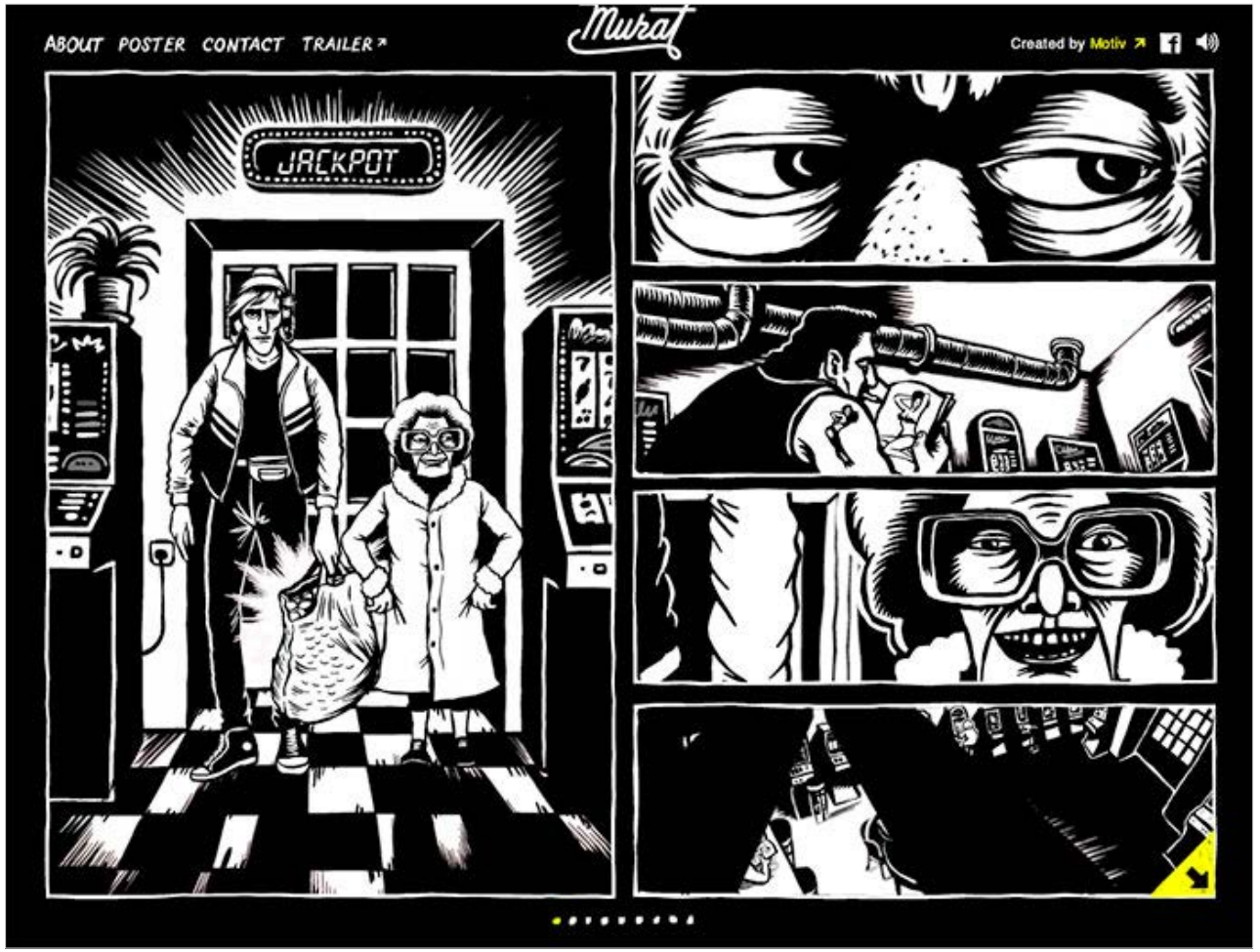

(Fig.1) Page excerpt from the online interactive Comic – Murat

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(Fig.2) Animated Page excerpt from the online interactive Comic – Murat.

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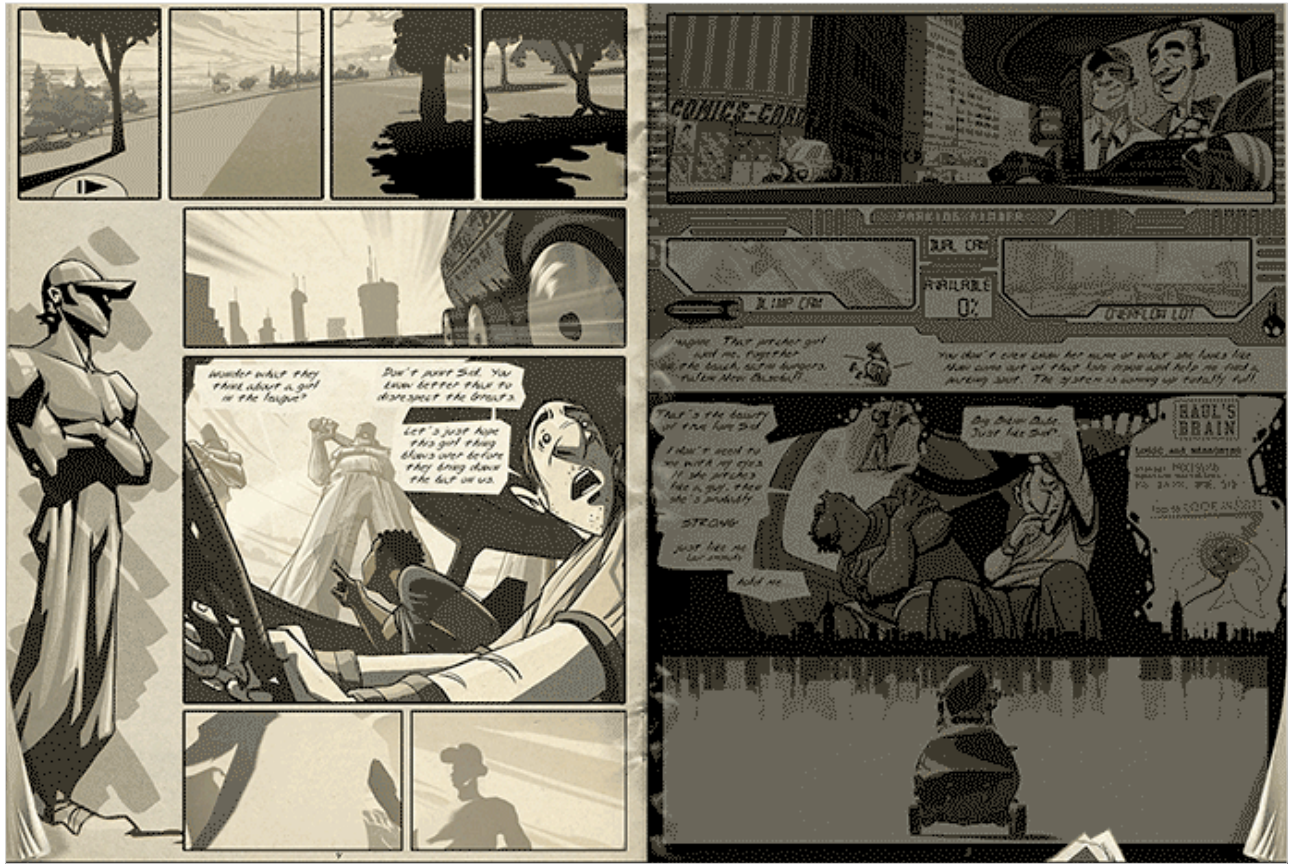
Bottom of the Ninth – By Ryan Woodward
Another first of its kind is Ryan Woodward's "Bottom of the Ninth", which has paved a path for the future for graphic novels.

Ryan Woodward, who is a veteran animator, storyboard and visual effects artist has conceived an innovative style of reading graphic novels. Along with its obvious reader interactivity in the storytelling, Woodward has integrated complex 2D and 3D animation, professional background score and voice actors for the characters.

This visual delight has merged the boundaries between Comics reading and animation, creating a one of kind experience for the readers.



(Fig.3) Comic Spread from the graphic novel – Bottom of the ninth.
http://www.bottom-of-the-ninth.com/?page_id=1811

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COMICS-CARS
PARKING FINDER
BLIMP CAM
BIRD CAM
PARKING-LOT CAM
BLIMP CAM
OVERFLOW LOT
Imagine. That pitcher girl and me. together. Or, the beach, eating burgers. Future New Baseball...
You don't even know her name or what she looks like. Now come out of that love mode and help me find a parking spot. The system is coming up totally full.
That's the beauty of true love Sid.
I don't need to see with my eyes. If she pitches like a guy, then she's probably...
STRONG...
just like me.
hold me...
Big Brain Dude... Just like Sid?...
RAUL'S BRAIN
LOGIC and REASONING
Tap to LOOK INSIDE!

(Fig.4) Comic page from the graphic novel – Bottom of the ninth.
http://www.bottom-of-the-ninth.com/?page_id=1811

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JAM Comics
Jam is a unique project where the storytelling is interlaced between comic books and animation. Story being based on a genre of video games and the protagonist has to choose paths while on his journey; it has many wonderfully animated action packed episodes shown in a beautiful comic book style.

(Fig.5) Title Intro from the Motion comic - JAM

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(Fig.6) Animated comic excerpt from the Motion Comic - JAM

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Jam motion comics trailer:
https://www.youtube.com/watch?v=tVa9tpRrESs

More info link:
https://www.behance.net/gallery/9025651/JAM-motion-comics

Niko and the sword of light
One of the first fully animated comic books which is app based, Niko and the Sword of light is an interactive storytelling which is panel based controlled by the reader.

(Fig.7) Visual representation of the comic in the Ipad – Niko and the Sword of light.
https://www.kickstarter.com/projects/1105575464/niko-and-the-sword-of-light/description

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https://www.dsource.in/course/latest-trends-sequential-storytelling/interactive-comics/motion-animated-comics

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2. Webcomics
3. New Form of Reading Technology
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(Fig.8) Animated page from the animated comic – Niko and the Sword of Light.
http://www.nikoandtheswordoflight.com/#sthash.rQsYAD6L.dpbs

Design Course

Latest Trends in Sequential Storytelling

Comics and Graphic Novels

by
Pranisha Shrestha and Prof. Phani Tetali
IDC, IIT Bombay

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http://www.nonstopbar.com/

• Animated Page excerpt from the online interactive Comic – Murat
http://www.nonstopbar.com/

• Comic Spread from the graphic novel – Bottom of the ninth
http://www.bottom-of-the-ninth.com/?page_id=1811

• Title Intro from the Motion comic – JAM
https://www.youtube.com/watch?v=tVa9tpRrESs

• Animated comic excerpt from the Motion Comic – JAM
https://www.youtube.com/watch?v=tVa9tpRrESs

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Contact Details

This documentation was done by Pranisha Shrestha at IDC, IIT Bombay.

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